GAME BOY ADVANCE

AGB-BDFE-USA

NICKELODEON

SpongeBob SquarePants

REVENGE OF THE FLYING DUTCHMAN

INSTRUCTION BOOKLET

THQ®

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Getting Started

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.

2. Insert the Game Pak of SpongeBob SquarePants™: Revenge of the Flying Dutchman into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.

3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).

4. When the title screen appears, press START to begin the game.

Controls

MENU NAVIGATION

Control Pad: Highlight menu selections

A Button: Confirm selection

B Button: Cancel selection: return to previous screen

START: Skip cutscene

GAME CONTROLS

Control Pad LEFT/RIGHT: Walk/Change Direction

Control Pad UP/DOWN (hold): Look UP/DOWN

Hold Control Pad DOWN + LEFT/RIGHT: Crawl

Control Pad DOWN (hold) + A Button: Crouching Jump (Use Control Pad to guide SpongeBob into small crevices)

A Button: Jump/Continue cutscenes & dialog boxes: Jump and tuck into square spaces

A Button (Jump), then press and hold A Button: Glide (Use the Control Pad to guide SpongeBob while he is inflated)

B Button: Blow Bubble

Control Pad UP + B Button: Blow Bubble Up

L Button: Cycle through Special Items

R Button: Activate Special Item

START: Pause Game/Skip Cutscene

Note: To read signs and/or enter doors, position SpongeBob in front of the sign or doorway and press the Control Pad UP.



Main Menu

New Game - Begin a new game of SpongeBob SquarePants: Revenge of the Flying Dutchman™.

Continue - Enter a password to continue a previously played game. See SAVING AND LOADING on page 10 for more information.

Options - Customize the game with the following options:

SFX Volume - Use the Control Pad LEFT/RIGHT to adjust the volume of the sound effects in the game.

Music Volume - Use the Control Pad LEFT/RIGHT to adjust the in-game music volume.



Playing a Game

Select NEW GAME from the Main Menu and choose your difficulty level (NORMAL or HARD). Press the A Button to start your adventure!

CHAPTER SELECT

Select a chapter from the Chapter Select menu to begin a game. Use the Control Pad LEFT/RIGHT to highlight any chapter, then press the A Button to confirm.

NOTE: You must play the first chapter before the other three chapters become unlocked.

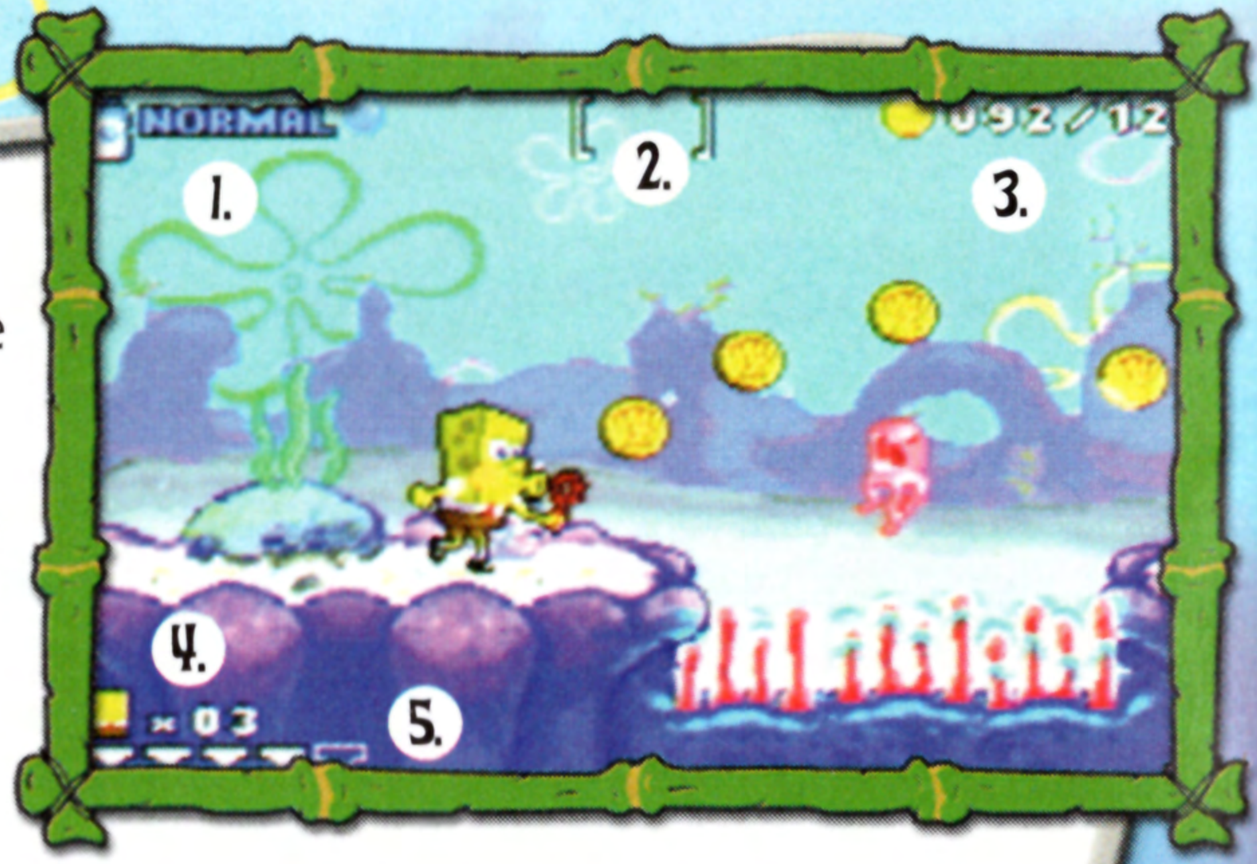
LEVEL SELECT

Select a level from the Level Select menu to start that level. Use the Control Pad LEFT/RIGHT to highlight any unlocked level, then press the A Button to confirm.





THE GAME SCREEN



1. Bubble Bottle Display - Shows which bubble is loaded into bubble wand.

2. Special Item Icon - Shows which item you currently have selected. See the "Special Items" on page 8 for more information.

3. Doubloon Counter - Displays how many doubloons you've collected so far.

4. Sponge Meter - How many SpongeBobs you have left is shown here.

5. Underwear Health Meter - SpongeBob's health is shown here.

ITEMS

SpongeBob's Bubble Wand

SpongeBob's main "weapon" is his bubble wand. This item is automatically equipped at the start of the game. You will be able to pick up various power-ups that will change the type of bubble that the bubble wand produces.



Normal Bubble (blue) - Used to trap enemies and use them as platforms. But be careful, enemies won't stay trapped for long...



Bounce Bubble (purple) - Used to make bubbles SpongeBob can jump on to get bounced up to hard-to-reach places. This bubble cannot trap enemies.



Strong Bubble (red) - Used to get rid of certain enemies and get through destructible obstacles.



Float Bubble (turquoise) - Used to make bubbles that SpongeBob can ride as they float upward. This bubble does not trap enemies.

The Flying Dutchman's Treasure







In order to collect the treasures of the Flying Dutchman, SpongeBob will have to collect three gem keys that are scattered throughout each level. Once he has collected them, he can unlock the main treasure chest located somewhere in that level and obtain one of the Dutchman's prized possessions. There are 10 main treasure chests in the game.



In addition to the 10 main treasures chests, the Flying Dutchman's gold doubloons from his days of scavenging the high seas are also scattered throughout the levels. Collecting

100% of the doubloons in each chapter will unlock a bonus game. Also, if you manage to collect 100% of the doubloons in the 2nd, 3rd or 4th chapters, you will receive an extra underwear icon added to your health meter. You can see how many doubloons are in a specific level by looking at the tally in the upper right-hand corner of the screen during gameplay or checking the level achievements table that appears after successfully completing a level.

Note: Some doubloons cannot be acquired without the use of a Special item. If you find yourself struggling to reach doubloons and you just can't seem to reach them, try completing the Special item challenges and coming back to them.

Special Items

You'll get a shot at Special item challenges after completing two levels in a chapter. To use a Special item, press the L Button to select the item and the R Button to activate it. If you successfully complete each challenge, you can gain the following items:



Karate Glove - Allows SpongeBob to deflect or wipe out certain objects or enemies.



Jellyfishing Net - Allows SpongeBob to capture jellyfish.



Squeaky Boots - When equipped, SpongeBob can jump higher than normal. Hold the R Button to make SpongeBob run.

Note: These Special Items do not affect some enemies. Be careful when using them.

Pick-ups

SpongeBob can also pick up other items to help him along his quest.

Underwear - Replenishes SpongeBob's health meter.

Sponge - Gives SpongeBob an extra life.

PAUSING THE GAME

Press START at any time to pause the game and access the following options:

Continue - Return to Bikini Bottom!

Sound - Access the Sound menu.

Exit Level - Return to Level Select menu.

Quit Game - Exit game and return to Main menu.

Sleep Mode - Put the game in Sleep Mode (see Sleep Mode on page 11 For more information).

Note: Pressing START during a mini-game simply pauses the game. Press START again to continue.



Saving and Loading

SpongeBob SquarePants™: Revenge of the Flying Dutchman uses a password system to save and load the game data.

Saving a Game

After completing a level, a level achievements table will appear with a password. Be sure to write the password down exactly as its shown for future reference! You will be unable to return to the saved point of the game if the password is incorrect.

Loading a Game

To load a previously saved game, select CONTINUE From the Main Menu. Now use the Control Pad to highlight a letter and press the A Button. Select the second letter and continue the process until the password is complete. If you make a mistake, use the B Button to go back. Once the final letter of the code is entered, you'll automatically be taken to the level of the password you entered.



Sleep Mode

Don't Feel like writing down a password or losing your place when you have to stop playing For a while? SpongeBob SquarePants™: Revenge of the Flying Dutchman Features a Sleep Mode which allows you to temporarily save your progress at any point in the game. When Sleep Mode is activated, the Game Boy® Advance system's display and CPU will shut down, conserving battery power and saving your place in the game until you resume playing.

To activate Sleep Mode, simply press START to pause the game, highlight the Sleep Mode option (YES or NO options will appear) and select "YES" to enter Sleep Mode or "NO" to cancel. To return to your game From Sleep Mode, simply press the L Button, R Button and SELECT simultaneously. The game will then re-awaken and you will be able to continue From where you left off.

GAME BOY ADVANCE

AGB-BDFE-USA

NICKELODEON

SpongeBob SquarePants

SUPERSPONGE

SHADY SHOALS REST HOME

INSTRUCTION BOOKLET

THQ

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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Rev-D (L)

EVERYONE

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CONTENT RATED BY ESRB

Comic Mischief

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GETTING STARTED

Insert the **SpongeBob SquarePants™: SuperSponge** Game Pak into your Game Boy® Advance system and turn the power on. Once the game has booted up, press START to bring you to the main menu. From there you can start a new game, continue, or configure the game via the Options Menu. Make sure that the power is off on your Game Boy® Advance system before inserting or removing the Game Pak.



CONTROLS



Control Pad ⬅ / ➡	Move SpongeBob
Control Pad ⬆ / ⬇	Look Up / Look Down
A Button	Jump / Select Menu Item
B Button	Karate Chop / Use the equipped item / Return to previous screen
B Button	Launch Jellyfish
START	Pause game
L Button	Press this button to view SpongeBob's status (health, item and number of uses available, number of lives, number of spatulas).
R Button	Suck up shells with the Coral blower. Blow bubbles with the Bubble Wand. Capture Jelllyfish with the Jellyfishing Net.

MAIN MENU

Press START from the Title Screen to bring up the Main Menu. Here you can perform the following actions:

START A NEW GAME - Begin a new adventure on Bikini Bottom in search of the perfect birthday present for Patrick Star.

OPTIONS - Customize the game. Adjust the sound effects and music volume or change the controller options.

CREDITS - See who worked on this exciting SpongeBob SquarePants game.

ENTER A PASSWORD - See page 6 for more information.

GAMEPLAY SCREEN



The item or power-up and the number of uses available to SpongeBob

The number of tries available to SpongeBob

The number of spatulas SpongeBob currently has collected

Health

ENTER A PASSWORD

At the beginning of each level you will be given a four-digit password. Write it down and enter it via this screen to pick up where you left off. While playing the game you can view your latest password by pressing START.





ITEMS



BALLOON

Sometimes there are items just out of SpongeBob's reach with a normal jump. Balloons will give SpongeBob the added boost to jump higher and remain in the air longer.



BUBBLE WAND

SpongeBob uses this to blow bubbles. Press the R Button to blow a bubble.



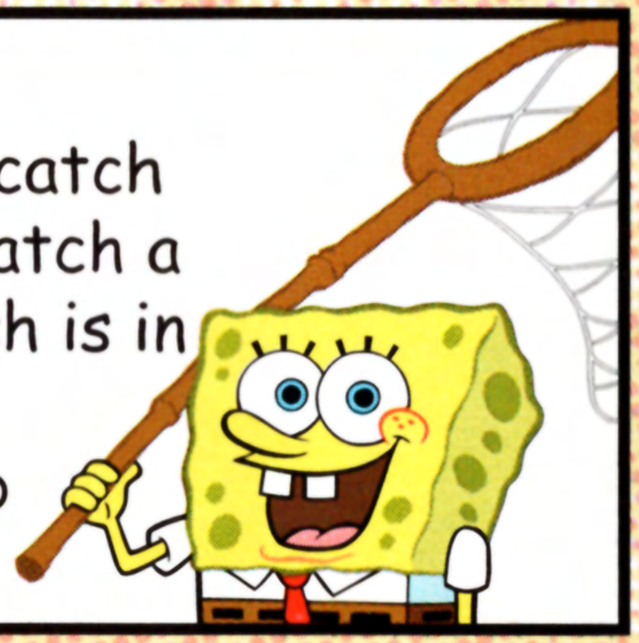
JELLYFISH LAUNCHER

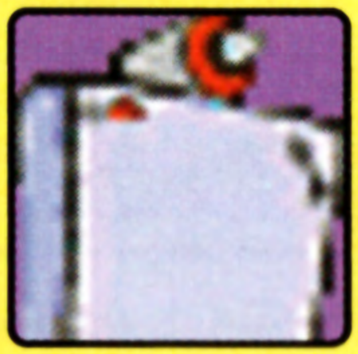
The Jellyfish Launcher is a more powerful version of the Jellyfishing Net. Press the B Button to launch jellyfish from the Launcher at the enemy.



JELLYFISHING NET

The Jellyfishing Net allows SpongeBob to catch jellyfish and toss them at the enemy. To catch a jellyfish, press the R Button — if a jellyfish is in range, the net will capture it. Press the B Button to throw the jellyfish at the enemy. SpongeBob can hold up to ten jellyfish in his net at one time.





CORAL BLOWER

The Coral Blower is similar to the Jellyfishing Net. It allows SpongeBob to suck up seashells and coral and launch them at the enemy. Press and hold the R Button to turn on the Coral Blower. If any seashells are within a short distance of SpongeBob they will be sucked in. Let go of the R Button to release the coral.

PICK-UPS AND POWER-UPS



PATTY BURGERS
Restores SpongeBob to full health.



SALTY FRIES
Restores 25% of SpongeBob's health.



UNDERPANTS
Make sure you pick up this item when you see it, it gives SpongeBob an extra life!



SALTY SHAKES
Restores 50% of SpongeBob's health.



GOLDEN SPATULAS

Collecting 50 spatulas will reward the player with an extra life.

QUEST ITEMS

These sparkly items are located at the end of each level. Collect them to complete the level and move on.





BUBBLE MIXTURE / JELLYFISH JAM

In order to use the Jellyfish Launcher and the Bubble Wand, SpongeBob needs supplies. Grab these pickups to keep the action going.

OPTIONS

From the Options Menu, you can customize the game. Change what the buttons do on the controller or adjust the sound effects and music volume.



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THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
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